ATARI® 2600™ Game Manual

Kidding Aroun

I may be young, but I'm no baby! I'm a star just like my folks, Pac-Man™ and Ms. Pac-Man™. And I've got twice their energy!

Come play with me! We'll race around giant playgrounds. We'll chase down magic candy and run from ghostly bullies who'll tickle me to death if they catch me.

My playgrounds are full of challenging mazes with corners and alleys to hide in. I run faster than a speeding roller skate, ducking behind barriers, dodging those mean bullies. I can even race from one side of a playground to the other. That's a lot of ground to cover!

But I've got to play a lot harder than my folks to live up to the Pac-Man family name. That's why this is a whole new game!

Getting Started

1. Insert the Jr. Pac-Man cartridge into your ATARI 2600 as explained in your Owner's Manual, and turn on the console.
2. Plug a joystick into the left joystick jack.
3. Press **(Select)** to choose one of four skill levels: one teddy bear; two teddy bears; three teddy bears; or toy candy.
4. Press **(Reset)** or the joystick button to start the game. Following every other maze, action stops and a tune plays while the upcoming maze is displayed. After a few seconds the game continues. (If you don't want to pause, press the joystick button for immediate replay.)
5. Use your joystick to joyride throughout the maze. Jr. Pac-Man moves in the same direction you move the joystick. The maze scrolls when Junior moves to the top or bottom edge of the screen.

Playing the Game

On the playground maze, Jr. Pac-Man runs like mad, eating every dot in sight while trying to avoid up to four ghost bullies—Inky, Blinky, Pinky, and Tim. You start the game with three turns, and lose a turn every time a bully catches Junior.

d with Junior!

Have Junior eat a power pill when the ghost bullies start closing in. Suddenly, he's stronger than the bullies—they're running from him! Be aggressive and get them!

Watch for a toy-shaped candy that tromps across the playground. It turns every dot it touches into a bigger dot worth more points. But have Junior eat it before it goes too far—it can destroy the power pills!

Strategy

Don't let Jr. Pac-Man eat the power pills too early. Wait until the bullies gain on him, then have him tease them toward a pill, quickly gobble it, and immediately chase them.

Have Junior eat as many dots as he can before he eats the power pills. This gives him more clear paths for chasing bullies.

Dots worth ten points slow Jr. Pac-Man down. Dots worth 50 points slow him down even more. So, when the bullies close in, have Junior dash into a clear path to outrun them.

Jr. Pac-Man turns corners faster than the ghost bullies. When the bullies are closing in, have him make lots of direction changes to outrun them.

Get to know the bullies' personalities. Each one is unique, and you can use that fact to your advantage.

Allow the toy candies to transform as many dots as possible into 50-point dots. But have Junior eat the candies before they destroy the power pills.

Pay attention to game sounds, such as the tromping sound of toy candies. They'll clue you to what's happening in parts of the maze you can't see.

Skill Levels

When you graduate to each higher level, the playground is faster, tougher, and even more challenging than the one before.

One Teddy Bear—This is the easiest level, in which just one ghost bully chases Junior.

Two Teddy Bears—Junior runs from two bullies.

Three Teddy Bears—Three bullies pursue Junior.

Toy Candy—This is the hardest level, in which Junior tries to outrun four bullies.

Scoring

Score points by having Jr. Pac-Man eat the bullies. The more bullies he eats per power pill, the more points you score.

Your score appears at the bottom center of the screen. The number of turns you have left appears at the lower left. Teddy bears or the toy candy showing your skill level appear at the lower right.

Points are listed below:

First ghost	200 points
Second ghost	400 points
Third ghost	800 points
Fourth ghost	1600 points

Tricycle	100 points
Kite	200 points
Drum	500 points
Balloon	700 points
Train	1000 points
Kitty	2000 points
Root beer	5000 points

Dot	10 points
Dot touched by toy candy	50 points
Energy pill	50 points

At 15,000 points, you earn a bonus turn.

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